

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) An apparatus for editing computer graphics character data items, the apparatus connected to at least one creator terminal and at least one client terminal via a network, the apparatus comprising:

a communication section for receiving at least one computer graphics character data item from the at least one creator terminal via the network;

a character data registering device for registering the received computer graphics character data item;

~~an identifying device for identifying the registered computer graphics character data item as a plurality of constituents;~~

a dividing device for dividing the registered computer graphics character data item into a plurality of constituents;

an editing data registering device for registering editing data including motion data representing at least one motion, the motion corresponding to at least one constituent of the computer graphics character data item;

an editing device for combining the editing registered motion data with the divided constituents ~~computer graphics character data item~~ to thereby impart the motion to the computer

graphics character representing a look of a human being or an animal; and

a presentation device for presenting the computer graphics character having the motion generated by the editing device to the at least one client terminal via the network.

2. (previously presented) The apparatus according to claim 1, further comprising:

an accepting device for accepting a request for purchasing the computer graphics character presented by the presentation device; and

a selling device for selling the computer graphics character for which the purchasing request is accepted by the accepting device.

3. (currently amended) An apparatus for editing computer graphics character data items, the apparatus connected to at least one creator terminal and at least one client terminal via a network, the apparatus comprising:

a communication section for receiving at least one computer graphics character data item from the at least one creator terminal via the network;

a character data registering device for registering the received computer graphics character data item;

~~an identifying device for identifying the registered~~

~~computer graphics character data item as a plurality of constituents;~~

a dividing device for dividing the registered computer graphics character data item into a plurality of constituents;

an editing data registering device for registering editing data including motion data representing various motions, each motion corresponding to at least one constituent of the computer graphics character data item;

a first presentation device for presenting the registered at least one computer graphics character data item and the various motions represented by the registered editing data to the at least one client terminal via the network;

an accepting device for accepting selection of a computer graphics character data item and at least one motion from the computer graphics character data item and the various motions presented by the first presentation device;

an editing device for combining the registered editing data ~~including~~ motion data representing the selected motion with the divided constituents of the selected computer graphics character data item to thereby impart the selected motion to the computer graphics character representing a look of a human being or an animal; and

a second presentation device for presenting the computer graphics character having the motion generated by the editing device to the at least one client terminal via the network.

4. (previously presented) The apparatus according to claim 3, wherein:

the accepting device accepts selection of various successive motions; and

the editing device generates the computer graphics character having the various successive motions.

5. (previously presented) The apparatus according to claim 1, wherein the computer graphics character data items are image data representing a two- or three-dimensional object.

6. (canceled)

7. (canceled)

8. (previously presented) The apparatus according to claim 2, further comprising a remuneration calculating device for calculating, according to sales of the computer graphics character from which the computer graphics character sold by the selling device is derived, a remuneration for a creator who has prepared the computer graphics character data item.

9. (previously presented) The apparatus according to claim 2, further comprising an offering price calculating device for

calculating, according to sales of the computer graphics character from which the computer graphics character sold by the selling device is derived, an offering price of the computer graphics character.

10. (currently amended) A method for editing computer graphics character data items, comprising:

receiving at least one computer graphics character data item from at least one creator terminal via a network;

registering the received computer graphics character data item;

~~identifying the registered computer graphics character data item as a plurality of constituents;~~

dividing the registered computer graphics character data item into a plurality of constituents;

registering editing data including motion data representing at least one motion, the motion corresponding to at least one constituent of the computer graphics character data item;

combining the ~~editing~~ registered motion data with the ~~computer graphics character data item~~ divided constituents to thereby impart the motion to the computer graphics character representing a look of a human being or an animal; and

presenting the computer graphics character having the motion generated by the editing process via the network.

11. (currently amended) A method for editing computer graphics character data items, comprising:

receiving at least one computer graphics character data item from at least one creator terminal via a network;

registering the received computer graphics character data item;

~~identifying the registered computer graphics character data item as a plurality of constituents;~~

dividing the registered computer graphics character data item into a plurality of constituents;

registering editing data including motion data representing various motions, each motion corresponding to at least one constituent of the computer graphics character data item;

presenting the registered at least one computer graphics character data item and the various motions represented by the registered editing data to the at least one client terminal via the network;

accepting selection of a presented computer graphics character data item and at least one motion from the computer graphics character data item and the various motions presented;

combining the ~~editing data including~~ registered motion data representing the selected motion with the divided constituents of the selected computer graphics character data item to thereby impart the selected motion to the computer graphics character representing a look of a human being or an animal; and

presenting the computer graphics character having the imparted motion to the at least one client terminal via the network.

12. (new) The apparatus according to claim 1, wherein the registered motion data is applicable to a plurality of different computer graphics character data items.

13. (new) The apparatus according to claim 1, wherein the editing data includes at least one of text data, voice data, or music data, and wherein the editing device imparts at least one of words, voice, or music to the computer graphics character together with the motion.

14. (new) The apparatus according to claim 3, wherein the registered motion data is applicable to a plurality of different computer graphics character data items.

15. (new) The apparatus according to claim 3, wherein the editing data includes at least one of text data, voice data, or music data, and wherein the editing device imparts at least one of words, voice, or music to the computer graphics character together with the motion.